Amendments to the Specification:

On page 4, please amend paragraph 2 as follows:

Fig. 1 is a block diagram overview of a LAVA player utilizing an MV3 format. The LAVA player 10 is a compiled executable application which reads the MV3 file from memory. The MV3 file is described in the above-referenced patent application and is read by the LAVA player 10 to obtain parameters and other information needed to initialize, render, and animate a LAVA visualization 11.

On page 4, please insert the following paragraph right after the third paragraph as follows:

The LAVA player may utilize a MV3 format. The LAVA player 10 is a compiled executable application which reads the MV3 file 12 from memory 14, e.g., a hard disk. The MV3 file 12 may be a cabinet (CAB) file, containing a temporary ASCII configuration file (called a ashex file 16) and all bitmaps in the scene at the time the CAB file was created. The .ashex file 16 includes all information required to describe a static scene, including objects (e.g. LAVA object file (LVO)) and their respective positions, a LAVA deformation file (LVD), and a texture file. There is also a LAVA macro file (LMF) 18 which includes time-varying (event) information.

The above paragraph has been extracted from US Serial No. 60/165,059, and issued as U.S. Patent No. 6,369, 822 on April 9, 2002, which is incorporated by reference at page 2 lines 26-29 of the present application.

On page 3, please amend paragraph 4 as follows:

A3

Fig. 2 is a depiction of a typical LAVA scene. Several objects are rendered and images (e.g., images 20a and 20b) are mapped as textures on the objects utilizing 3D-graphics techniques well-known in the art. In LAVA the textures can be moved along the surface of an object in response to events in the audio signal being played. One type of deformation is a "crawl" where the texture is displaced on the surface of the object.

On page 3, please amend paragraph 5 as follows:

A4

In the preferred embodiment, a video or frame (still image) from the digital camera 12 is mapped to an object (see operation 402 in Figure 4) in real time so that the image recorded by the digital camera is viewed on the object as a video texture. Thus, an image external to the computer will be mapped to an object in the 3D LAVA visualization.

On page 4, please amend the last paragraph as follows:

A5

2.   modifying texture mapping coordinates to cause the texture-mapped video to crawl and/or twist across the surface of the object. A technique for altering texture mapping coordinates (see operation 406 in Figure 4) is described in a commonly, assigned co-pending patent application entitled AUDIO DRIVEN TEXTURE AND COLOR DEFORMATIONS OF COMPUTER GENERATED GRAPHICS (filed 1/26/00, Application No. 09/491,530, which is hereby incorporated by reference for all purposes); and

On page 5, please amend paragraph 2 as follows:

A6

As depicted in Fig. 4, each of the above described deformations or modifications is initiated by a trigger signal generated from a detected event (see operation 404 in Figure 4). These triggering signals can either be generated by events detected in the audio signal being

animated, as disclosed in the commonly assigned, co-pending application entitled AUDIO
DRIVEN VISUAL REPRESENTATIONS, (filed 8/12/99, Application No. 09/373,405, which is
hereby incorporated by reference for all purposes) or events detected in the video signal. For
example, an event could be defined as detecting a luminescence value above a defined threshold
for any pixel in a video frame.